

LOTUS TURBO CHALLENGE II 100% DOCS

NOTE:

I copied the manual virtually word-for-word, so don't blame me for the appalling grammar and spelling (even though I corrected some of it!)

Loading Instructions

Commodore Amiga

1. Turn on your computer and monitor.
2. Plug your joystick into Port number 2.
3. Insert your Lotus II game disk into the default disk drive. The game will now load automatically.

LOTUS TURBO CHALLENGE II

For Gremlin Graphics, Lotus Esprit Turbo Challenge has been one of our most successful titles ever. It has met with both critical and commercial acclaim, and when we released it, we thought 'What can you do to beat that?' We didn't think that we could add anything, but the people who bought Lotus told us differently. Within days of the original release, we were receiving bundles of mail that said 'Brilliant game, but what if...'

What if we introduced a full screen single player mode?

What if we introduced a machine to machine link up allowing up to four players?

What if we added more cars? Oncoming traffic? Weather conditions? City Driving? Night Driving? Fog?

Now's your chance to find out...

PLAYING LOTUS TURBO CHALLENGE II

Once you have loaded Turbo Challenge II, an introduction sequence will begin. Hit the fire button on your joystick to skip past this. The next thing presented on screen will be the main options screen. To alter anything, simply move your joystick around. The red box will move around, and whichever option is currently surrounded by the red box is the available option. Most options offer two choices, and pressing fire when an option is highlighted will flip between the two.

The following options are offered.

PLAYER ONE NAME (1)

If you wish to change the name, simply highlight this option and type in the new name.

PASSWORD (2)

To enter a password, highlight this option and type in a new password.

DIAGRAM SHOWING POSITION OF OPTIONS

1	2	3
4	5	6
7	8	9
10	11	12

PLAYER TWO NAME (3)

As for Player One.

ACCELERATION FOR PLAYER ONE (7)

This allows you to choose whether pushing forward, or pushing the fire button, will accelerate your car. The effect this has on the other controls is as follows:

	FORWARD ACCEL	FIRE BUTTON ACCEL
Accelerate:	Forward	Fire Button
Brake:	Back	Back
Steer left:	Left	Left
Steer right:	Right	Right
Change Up:	Forward and Fire	Forward
Change Down:	Backward and Fire	Backward

Other keys:

F10 Pause.

Esc Restart game.

ONE OR TWO PLAYERS (5)

Choose number of players. How to choose more than two players for link up games, and full screen two player games is explained later.

ACCELERATION FOR PLAYER TWO (9)

As Player One.

MANUAL/AUTOMATIC GEARS: PLAYER ONE (4)

Player One chooses gear type.

TWO COMPUTER LINK UP (8)

MANUAL/AUTOMATIC GEARS: PLAYER TWO (6)

Player Two chooses gear type.

PLAYER ONE CONTROL (10)

Joystick only for player one, so this is non-functional.

START GAME (11)

Choosing this option and pressing fire will take you to the first stage of the race with all the current options.

PLAYER TWO CONTROL (12)

Player Two can either use a joystick in the second port, or the computer keyboard. If the keyboard is chosen, the following keys are used to control the car.

FORWARD	L
BACKWARD	,
LEFT	Z
RIGHT	X
FIRE	Space Bar

STAGES AND CHECKPOINTS

The game is played over a number of stages, eight in total, each one made up of a number of checkpoints, which will vary between six and ten, depending upon the stage. The player must reach the next designated checkpoint within the allotted time in order to continue racing. The objective, obviously, is to reach the final checkpoint on any stage ahead of your opponents, and within the given time.

Each stage takes place in a different part of America, and each has a password which will allow you to start on that stage in future races. Each has its own hazards and dangers, from ice to giant boulders. The stages, which will also determine whether you drive a Lotus Esprit or a Lotus Elan, are in the following order.

THE STAGES

FOREST: FIVE CHECKPOINTS

Dense trees line this stage, and you will find water, trees and logs strewn across the track. Hitting a log, however, will cause the car to do a spectacular jump, which can be used for overtaking or jumping over other hazards.

NIGHT: SEVEN CHECKPOINTS

The darkness will be your biggest enemy, as it will make the track beyond a certain distance obscure to you. This stage also contains some long tunnels, but it is a relatively fast section of the race.

FOG: EIGHT CHECKPOINTS

Unlike this one. This is one of the more difficult stages, with fog serving to obscure your vision to a very high degree. Low visibility and twisting roads will make this section very difficult.

SNOW: SIX CHECKPOINTS

Trees and bushes could again prove to make the going difficult on this section. Add to this the driving snow, ice patches and lighter than light steering, and you know you've got a challenge on your hands.

DESERT: TEN CHECKPOINTS

Not the easiest surface to race on. Try to stick to the centre of the road, where there is less sand to clog up your car. Towards the edge there

will be more sand, and in some places small sand drifts will prove hazardous.

CITY: EIGHT CHECKPOINTS

There are two lanes in this stage, and its up to you whether you want to take chances- If you cross over to the right hand lane, there will be less traffic going in your direction, but a lot more coming towards you. This is very difficult. In addition, there are also lorries crossing your path at the intersections. You could avoid them, but managing to drive underneath them will earn you extra points.

MARSH: TEN CHECKPOINTS

Oil and Water make the going tough, but on this stage you'll be given some help in the shape of green time bonuses to be found on the road.

STORM: SIX CHECKPOINTS

Wild rain, thunder and lightning serve to slow you, but again theres extra help on hand for the final stage of the race. Red turbos, which are activated as you pick them up, will give you an extra burst of speed.

RACING

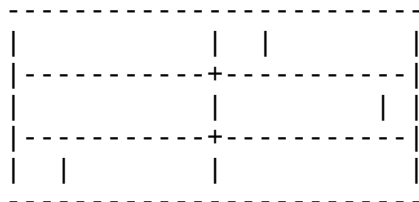
If you choose one player, then you will be presented with a full screen view of the first section once it has loaded. The screen layout is as follows:

Your speed is indicated in the top left hand corner of the playing screen, with your revs directly underneath, and your gear underneath this. In the top right hand corner is your score, with the relative postion indicator if you are in multi-player mode below this, and your time remaining beneath this.

TWO/THREE/FOUR PLAYER OPTIONS

If you chose a multiple player option, another icon will appear on the screen underneath your score. This indicates the positions of the other players relative to you. Look at the example shown here, which is Player One in a four player game. The central vertical bar represents the position of Player One, and so any other player to the right of this is in front of Player One, and anyone to the left is behind. As it is shown here, it indicates that Player Two, forward of the central bar, is just in front of Player One. Player Three is leading, and Player Four is last. In multi-player mode, if one player finishes a stage, then all players will begin the next stage, regardless of performance on the last.

ANOTHER DIAGRAM



LINKING TWO COMPUTERS

Linking two computers is possible with Lotus II. Two Amigas, or two ST's

can be linked, offering a number of new opportunities. Obviously, each machine will need a copy of Lotus II. Two players can now race, each with full screen view. Alternatively, three or even four players can race simultaeneoulsy with a split screen view.

You will need to purchase a null modem cable to link the serial ports of the two computers. These can be purchased (funnily enough -ED) from Gremlin Graphics for 9.99. Once the two computers are linked, you need do no more, except select the two computer link up option indicated on the main menu above. If you wish to have three players, select one player on one computer, and two on the other. Obviously, if you wish to have four players, then you select two players on both machines.

End.